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đến năm 1952, dân số là 1.000.000 người và thành phố có diện tích 1.000 km². Khu vực này có 1.000 km² diện tích tự nhiên, chiếm 70% diện tích thành phố. Dân số là 1.000.000 người, trong đó có 1.000.000 người là nông dân và 100.000 người là công nhân. Dân số là 1.000.000 người, trong đó có 1.000.000 người là nông dân và 100.000 người là công nhân.

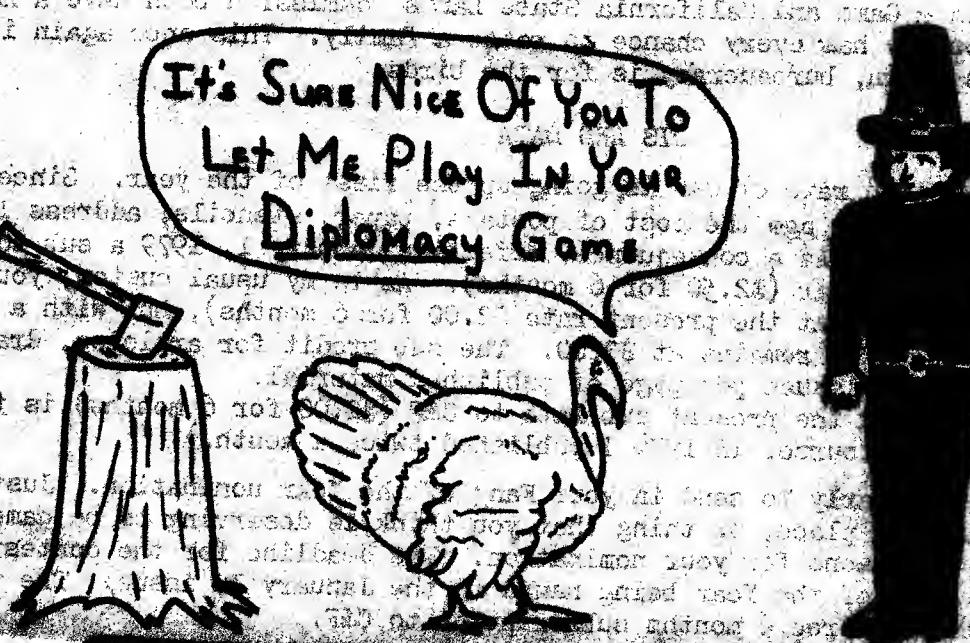
C LAW & FANG

10 Nov 1978

Number 96

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. tool aid like no other , from intense research down to , view 25 years later still
against a very solid , good protective work suit no atomized dust can penetrate
at certain times or at such a time as 00.00 it arrived in excellent condition
. tool & its ways quite smart , and quite smart - half a century old still looks
excellent . which still looks alive , oil painting techniques need some care and
attention , or the paint will come off easily , so I have to be careful and handle it carefully

It's Sure Nice Of You To
Let Me Play In Your
Diplomacy Game.



*That Turkey Land
Make it Past 1901.*

HANKSGIVING PROACHETH!!

APPROACHETH!!

CASENOFF AND LARSON ARE TO MEET A MILITARY AIRCRAFT IN THE BALTIC SEA ON
14 SEPTEMBER 1961 (REGARDING PLANE CRASHED DURING FIGHTING WITH CYCLONE IN NORTH BALTIC SEA).

CLAW & FANG is published the 10th of each month by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Assistant to the published is Mike (Smacko) McMillie. Subscription rate is presently six issues for \$2.00. Game fee is \$3.00 per game plus a subscription. There are game openings. Over twenty games are currently running in CLAW & FANG, most by inserts sent to players only.

This issue is dedicated to the housekeeping minded osprey of Newport Beach, Calif. There hasn't been a recorded osprey hatching in Southern California since 1912 and when this female osprey decided to build a nest everyone went all out to encourage her domestic endeavor. (For the lesser minded of you—yes, there were reports of a male osprey in the area.) The only problem is that for her home site she selected the foremast of a schooner belonging to Dr. Robert E. Lewis.

While the osprey is there, the good doctor cannot move, sell, or sail his boat. Between the mooring fee and payments on the now stationary boat, the osprey's twiggy mansion is costing Mr. Lewis \$1500.00 a month. An osprey nest is no small matter to deal with. The osprey, a fish-hunting hawk, has a wing span of 5 feet.

Various schemes have been advanced for giving Dr. Lewis back his boat. Southern California Edison has donated a landing pole and offered their equipment to transfer the next but at this writing the bird is still aboard.

California Fish & Game and California State Lands Commission both have a hand in assuring that the osprey has every chance to raise a family. This once again illustrates what we have always known, bureaucracy is for the birds.

DIS AND DATA

1. The subscription rate of C&F is going up the first of the year. Since I last raised the rate ~~two years ago~~ ago the cost of postage, paper, stencils, address labels, and ink have all gone up. As a consequence, effective January 1, 1979 a sub to CLAW & FANG will be \$2.50 per year (\$2.50 for 6 months). As is my usual custom, you may subscribe before January 1 at the present rate \$2.00 for 6 months), but with a limit of 12 months. The game fee remains at \$3.00. The sub credit for articles, drawings, etc is being raised to 6 issues per page of published material.

Did you realize that the present sub rate to C&F (\$2.00 for 6 months) is the same as it was in 1974? (Of course, in 1974 I published twice a month.)

2. It is not too early to send in your Fang of the Year nomination. Just jot down the person, animal, place, or thing that you think is deserving to be named Fang of the Year and your reasons for your nomination. The deadline for the contest is January 1 with the Fang of the Year being named in the January 10 issue. The winning nominator will receive a free 6 months subscription to C&F.

3. Do you want to be on my standby list? Hardly a month goes by that some standby doesn't take over a position. There is no charge for this, only a note from you saying to put you on the list.

4. Most all of you are—or have been--interested in wargames in addition to Diplomacy. From time to time I have run reviews on various wargames. (Including Tony Watson's semi regular column "Spacelanes" on SciFi games.) Now I'd like to try something new; have several reviews of one game by different people. The initial game to be so reviewed will be TERRIBLE SWIFT SWORD (selected by Smacko because he likes it). If you have played TERRIBLE SWIFT SWORD please write in what you like & dislike about it and perhaps a few words on the game itself.

While you are at it (or not at it if you aren't familiar with TSS) send in reviews of other games and these could be future selections. A good starting point could be the game you like the very best—excluding Diplomacy but could include SciFi games.

5. NOVICES ATTENTION!! If you would like a copy of the IDA/NA Novice Package send a stamped-self-addressed envelope to the project director: Craig Reges, 1501 Higgins Hall, Western Illinois U, Macomb, Ill 61455.

ETHICS IN DIPLOMACY -- THE CLOAKED ERROR

by John Kador

Let's talk about ethics in Diplomacy. For readers who believe I've just committed a non sequitur, please skip this article. The question for today concerns whether a Diplomacy player has an obligation to report postal errors. To narrow the problem down, let's consider cloaked errors in general (a cloaked error is apparent only to one player) and cloaked errors to your advantage. Perhaps an example would help.

Let's say you are playing France in a postal Diplomacy game. You have a unit in Ruhr and you have a shot at either Munich or Kiel. Germany, your enemy, has only one unit to cover the two supply centers. Finally, through whatever tactics you choose, you decide to go for Munich and your orders state: Army Ruhr-Munich. When the gamezine arrives, you rip it open to your game to see what Germany did.

"The son of a bitch!" you murmur. "He covered Munich."

But something doesn't add up. You've gained a supply center. But where? You look at your orders as reflected in the gamezine and you see that your Army Rhur moved to Kiel, not to Munich as you ordered. You confirm your records and realize that the GM has somehow goofed. But it's clearly a goof in your favor because you've gained a center. And furthermore, it's a cloaked error because the error is apparent only to you. What should you do?

Suddenly there's a ringing sound and a little, squeaky-voiced guy over your right shoulder whispers that you should report the error to the GM.

"After all," he insists, "you've gained a center through no skill or intelligence of your own. You're not entitled to the center; it would demean the game if you accepted it now."

"Don't listen to that turkey," your alter-ego suggests to your sinister side. "It's all part of the game. If your orders got lost in the mail and your opponent benefited, would he insist on an extension for you? Not on your life. It's all the same: orders getting lost or getting garbled. You take your chances and suffer or celebrate as the case may be."

"Stick that pitchfork where the sun don't shine! How'd you like to be the German player, losing a unit despite brilliant play? It reduces Diplomacy to the level of Go Fish or even Risk."

"Oh, yeah! What's wrong with Risk? Me and the boss play it all the time. Besides, I figure Germany had a fifty-fifty shot at losing a center. That's even odds. I don't know what you're crying about!"

This dialogue continues for a while but, when you see how unproductive it is, you filter it out. You have better things to do than to listen to buzzing in your ears. You have the obligation now to apply great moral and ethical truths to resolve this dilemma: do you have to report this GM-generated error?

Let me reserve my answer to the dilemma until I describe a situation which led to an examination of my ethics. I'll share the situation with you and then give you my thinking which led to this article. Then I'll wait for any reactions to my handling of the affair.

I've never heard of anything quite like what happened to me. The situation was apparently unique because, while there was indeed a GM error and only I could detect it, the cloaked error helped me and hurt me simultaneously. The situation follows. (I am changing a few facts to protect the identity of the game. The specific game itself is not important. There's no reason to involve my fellow players.)

In the game in question, I was allied with another player in an immensely successful alliance. By 1907, we had split the board between us. We both stood at 13 centers. But, from my paranoid perspective, our agreement to go for a two-way draw looked remote. His position seemed better than mine and I smelled an ambush. But I couldn't be sure. And I wasn't prepared to launch a pre-emptory strike. So I compromised. He asked me to hit an enemy unit to cut its support. I didn't want that support cut. But I had to have deniability. So I used the old deliberately-miswritten order trick. I intentionally miswrote my order so as to make it illegal. My order, as written, would not cut support. This way, if I was wrong and my ally was sincere,

(continued overleaf)

I could reasonably offer my apologies for a momentary lapse. And if I was right, and my ally did stab me, he would encounter an unbargained for hole in his flank.

But what happened? You guessed it! The GM apparently deciphered my orders as correct. Whether he made an honest misreading of my orders, or took it upon himself to correct my "obviously unintended goof," I can't be sure.

But whatever the reason, the illegal order was declared legal by means of a cosmetic fixup.

And my game-long ally? You'll be pleased to learn that he was trustworthy. He didn't stab me. We eventually shared a two-way victory.

But that didn't change the ethical implications of the situation. An illegal order succeeded and I benefited. I was also hurt (at least potentially) because had the illegal order failed, I would have been in a good position for a solitary victory. (Now you know why I don't want to identify the game.) What was my ethical responsibility, if any?

I did not report the error. Here is my logic.

I am consistent. I have never called a GM to task for any alleged error, in my favor or not, in four years of postal play. I had detected errors before, but never a need to report them. Other players or the GM himself always caught the inaccuracy. I didn't see (and don't see) why I should have started reporting that error.

On another level, how is this type of error different from "acceptable" errors; for example, orders lost in the mails? If lost orders are analogous to lost military orders in real war, aren't mis-read orders parallel to garbled diplomatic traffic?

Most GMs are generally scrupulous in their gamesmastering, which allows me to retain my liberal philosophy. Errors are exceedingly rare and, when they do occur, they are generally fixed without my involvement. I intend to keep it that way. If anyone has other thoughts on this matter, I'd like to consider them.

THE ADVENTURES OF FANGMASTER IN FRANCE

A Letter To The Editor

One of the joys of traveling in Europe is reading the Letters to the Editor in THE SUNDAY TIMES (London). The following is an actual letter that appeared in the October 1, 1978 edition. It is reproduced exactly as it appeared--unchanged and uncensored.

"I was very interested in your story 'A walkover for Tommies in Nato Exercise' (News, last week). I served in a parachute engineer squadron at Arnhem, am now a member of the London branch of the Parachute Regimental Association and, like so many of us, I am disgusted at the run-down of our parachute units.

"This year I attended the Arnhem Pilgrimage, at Oosterbeek and Arnhem in Holland, where I dropped on September 18, 1944. About 50 members of the 10th Parachute Battalion dropped on the same drop zone as in 1944. They had only one Hercules transport plane to jump from, and the plane had to make two circuits. A memorial service was held at the drop zone, where the officer commanding the men who dropped had to apologize to many hundreds of local Dutch people, and many hundreds of exservicemen on the Arnhem Pilgrimage, for such a small force dropping this year, saying that our other Hercules aircraft were otherwise engaged.

"What else could this man say? We just have so few left, we cannot afford to use them?"

"I was told that last year the Government was not going to allow any Hercules transport aircraft to be used for dropping at Arnhem. Certain people made contact with the German air force, who offered to supply enough transport planes for the drop--despite the fact that the same German air force and army were our enemy in the battle we were commemorating. When this was found out the Government relented and supplied our own Hercules aircraft.

Eric Richards
London SE24"

Letters to the editor:

"BEAR FANGMASTER....."

From DAVE WHITE: Boardman Numbers are nice, I guess. Most GM's seem to favor them (the only exception I've noted is J. Richard Jarvinen as noted in NON SEQUITUR #8), and there has been a full-scale rhubarb about their absence and subsequent tardy transfer.

Perhaps I am somewhat naive being relatively new to PBM Diplomacy, but I have the following observations/questions.

- (1) What makes BNs any better than in-zine identifiers?
- (2) If BNC is such a demanding duty (apparently too much so for Cal White) is it possible that it's more than one mortal can handle?
- (3) Has anyone ever considered dividing the responsibilities, e.g. a BNC for Canada, one for UK, and one for the US, with perhaps one more person to oversee and compile the efforts of the others? Perhaps this would (a) lighten the load currently dumped on one person and (b) prevent a recurrence of the recently experienced collapse of BNs across the board. If one of the "associate" custodians decided to quit, the "supreme" custodian could fill in until a replacement could be found, with the likelihood that there would be little, if any, gap in BNs--or, at worst, only one segment, rather than the entire hobby, would suffer. "Many hands make the toil lighter". Of course, too, "Too many cooks spoil the broth."

BEN SCHILLING: Concerning Finland. It was part of Russia up until the Romanov monarchy collapsed in 1917-18 and it, along with about six other minority regions, declared themselves independant. Except for the questionable independence of Poland, it is the only one to remain so.

ERIC KIRCHNER: Please tell Smacko that doing all your work is fine, but if he doesn't do well in navigator school too, we're going to end up in Siberia someday when he's my Navigator.

[Smacko told me he's learning the way to Siberia.]

A QUESTION: Do you permit a dislodged unit to retreat off the board even though there may be an open space to which it could retreat? Yes.

ROD WALKER: Quick reply to Konrad Baumeister's letter: I am not suggesting that all 1- or 2-unit positions are little gems. That would be as foolish as suggesting that none of them is worthwhile. My point is that there is no real way to tell. In the instance I mentioned, the Austrian position seemed hopeless (against a powerful Russo-Turkish alliance). I survived because I convinced Russia to stab Turkey right then. In another 1-unit takeover, I had a single Turkish fleet in seemingly excellent survival position. I was destroyed in the next game-year. I realize that some GMs don't have enough available replacements...then, of course, one must draw a line somewhere. Even so, any standby who turns up his nose at a 1- or 2-unit position is (in my book) nothing more than an arrogant ass. GMs who have enough standby players for such positions, and don't use them, are utterly remiss in their responsibilities.



MONTHLY HOROSCOPE

Sagittarius (born Nov 22 to Dec 21)

While Sagittarians are witty, creative, and adaptive, they are also reknown as being blunt and lacking in tact. They are seldom asked a second time for their opinion on anything. In fact, they are seldom around for a second opinion because Sagittarians like to travel. A trait exemplified by many years of being run out of towns.

Other Sagittarian characteristics include being wasteful, over expansive, and superficial. Thus many Sagittarians go into politics. Those that haven't already been run out of town should be.

THE WRAP UP OF 1975GU

The Supply Centers:

	<u>00</u>	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>
AUSTRIA	3	5	5	7	7	9	11**10	9	9	6	2	2	3	3	2
ENGLAND	3	4	5	6	7	7	9	9	9	9	10	11	10	10	10
FRANCE	3	5	6	6	6	6	6	7	7	7	7	7	6	6	4
GERMANY	3	5	5	5	4	4	0	-							
ITALY	3	4	4	1	1	0	-								
RUSSIA	4	5	3	2	1	0	-								
TURKEY	3	5	6	7	8	8	8	9	9	12	15	14	15	15	18

The Players:

GAMEMASTER: Alan Cathcart. AUSTRIA: Gary Burce (dr F09), Paul Funkenbusch. ENGLAND Ed Karlinski (dr S13), J.W.McManus. FRANCE: David Reynolds. GERMANY: Steve Peluso (out F06). ITALY: Tommy Neal (dr W01), Ted McDonald (dr W03), C.D. (out F05). RUSSIA: Henry Bear (out F05). TURKEY: David Carroll (dr F07), Sheldon Kahan (won F14).

The Players' Statements:

SHELDON KAHAN (Turkey): Most of the credit for the win must go to my predecessor, who had a fine alliance with Austria (Burce). The game was deadlocked with all of the Austrian forces on the Anglo-French line, and the only thing keeping Turkey (Carroll) from swallowing up all the centers he'd need for a win (as far as I could see) was his desire to honor his commitments. Needless to say, I as a standby had no such commitments. I had the choice of continuing a boring game to a draw or going for a win--with a maneuver likely to unit the 3 remaining players (France, England, and Austria) against me, and to succeed only if I could develop a front fast enough. I took the latter course, and the rest is history. Fortunately, England turned on Austria and Burce resigned. His replacement, Funkenbusch, after receiving the same treatment wrote me offering to help me win, and the rest was tactics. We were able to take Berlin briefly and that offered enough firepower to take Munich. With Munich in our hands we were able to cut support for Marseilles, which was added next. The winning move came with the occupation of Spain. Munich again wad employed to cut Burgundy's support and a supported attack was sent by me into Munich to offset what we expected to be the same by either France or England. Neither attacked, and so the game unexpectedly ended then and there with a Turkish win. I (understandably) found the game quite enjoyable, and compliment Paul on his reasonableness and loyalty. He is an excellent ally, and I look forward to working with him again.

PAUL FUNKENBUSCH: A disappointment for me. When I entered the game, it appeared that an E-F-A coalition was a natural, the only way to drive Turkey back. Unfortunately, England didn't see things that way, answering only one of my three letters and striking from behind while I tried desperately to stop Sheldon. The result was to drive Austria into Turkish orbit. England had given his foe all of southern Europe in return for one center! After that a stalemate appeared inevitable, but the combination of Western mistakes and solid Turkish play gave the Turk his win. Well played, Sheldon. Congrats.

FROM THE POWDER MILL: I hope I served the players adequately despite my occasional lapses. I must confess my attitude reflected what seemed to be a strange lack of enthusiasm in the players early on. This was ultimately reflected in the absence of all but one of the starting players at the end. The one player who really played the game to the hilt (no pun intended) was Sheldon and so he deserved to win. When this game began my wife was 2 months pregnant with our second child, now a lusty $2\frac{1}{2}$ -year-old; I was just a year out of school with not one, but two major career choices ahead of me; and Jimmy Who? was yet to become a household word. I think people get tired of this game because they ascribe too much importance to it. Like all games it should be treated as recreation, limited to free time and never, never taken seriously. A stab should be no more offensive than a trump coup; a diplomatic lie carries the same moral opprobrium as the Queen's Gambit. Otherwise, people stake their self-respect on the outcome, as well as their opinions of others. The world is too damn full of real things to worry about; let's have some fun here!

The DARKOVER game: GM: Rod Walker, "Alcala" 1273 Crest Dr., Encinitas, CA 92024
 VAST TRAFFIC JAMS TIE UP BALKANS, LOW COUNTRIES. TURKS ON RAMPAGE IN ATHENS.
 FROG FLEET FLASHES BY IRELAND. TSAR'S FINEST SNEAK INTO OSLO WHILST BRITISH
 EXPEDITIONARY FORCE EXPLAINS TRUTHS OF ANGLICAN CATHOLICISM TO JAN SIEBELIUS
 AND 200 BORED LAPLANDERS.

Spring 1902

AUSTRIA (Berch): A Vie-Gal, A Bud-Rum S by A Ser, A Tri-Bud, F Gre S ITALIAN
F Tun-Ion /r//Alb, d/.

ENGLAND (Hendrix): F Nth-Ska, F Lon-Nth, A Nwy-Fin, F Bar-StP(nc)

FRANCE (Stevens): F Mid-NAT, A Por-Spa, A Mar-Bur S by A Par.

GERMANY (Burce): F Kie-Hol S by F Den [illegal support], A Bel-Bur S by A Mun,
A Hol-Bel, A Ber-Kie.

ITALY (Price): A Pie H, A Ven H, F Nap-Ion S by F Tun.

RUSSIA (Hightower): F Swe-Nwy, A StP H, S by A Mos, A Gal-Bud, A Rum-Ser /r//Ukr, d/,
F Sev-Rum.

TURKEY (Shreve): F Smy-Eas, A Bul-Gre S by F Aeg, A Con-Bul

DEADLINE for Fall 1902 orders is December 5.

NOTES: At present I have General Orders only for Turkey. I have tentative FO2
 orders from nobody.

There was some objection to the early deadline for this season, for which I apologize. I tried to estimate Don's deadline and failed. Since I need a little extra lead due to my schedule, the deadline for this game will be approximately 2 days earlier than other GGM games. In the future Don will be setting the deadline to give me those 2 extra days and I'll not try to guess. That should work out better.

Players may make their Fall 1902 orders conditional on whether Mark retreats F Gre-Alb or F Gre-d/. In this instance I do not distinguish between failure to retreat and refusal to retreat so any conditional orders which do so will not be valid.

The German F Den's support order failed because a unit in Denmark cannot support an action in Holland...see Rule IX.1 (second sentence).

By the way, despite what Mark Berch wrote in DIPLOMACY WORLD, the Rules do require that if you are supporting the unit of another country, that country's name must be included in the support order in order for it to be valid, just as he did for the Austrian orders. Please note the specific requirement in Rule IX.1 (fifth sentence, beginning, "Thus, A Tyr-Nun...."). This was also the official ruling at DipCon XI and will also be required at DipCon XII. I understand Mark's argument that failure to include the other country's name makes the order only "badly written" under Rule VII.4 (last sentence), and probably the Rulebook is sufficiently unclear to allow that. However, the intent of the 1971 revision was to require that inclusion. Therefore, failure to do so is interpreted by me as an "illegal order" under Rule IX.4 (third sentence). Thus, had Mark omitted "ITALIAN" from his order to F Gre, the order would have been illegal and would have failed even if F Gre had not been attacked by TURKISH A Bul.

Hmmm...players may also make their FO2 orders conditional on whether the dislodged Russian A Rum retreats to Ukr or is disbanded. See my comments re: F Gre, above.

Well, I've double-checked everything and it looks right. If you find an error, please note the provisions of H.R.1.

Just a reminder: H.R. 13 is not used in this game. I do not accept telephoned orders. Nor Special Delivery orders (H.R. 14)...but that's just to save you money. S.D. does not change the date on which I receive your orders, and my deadline is always after mail delivery on that date...see H.R. 17.

Please also note H.R. 21. In general, I interpret orders as Mark Berch has recommended in his excellent DW article. I differ with him only with respect to his Item 1, since (as I've already noted) the Rules do have a specific requirement on that item.

Well, I believe we have had enough trivia for the time being. We return you now to the regularly scheduled tedium (i.e., the other games). I'd do a short analysis of this game, but I don't believe that is an appropriate thing for the GM to do. Although in general I know no more about the players' plans than is revealed by their orders,

I do see some GOs, plus initial orders and revisions, and occasional marginal notes, all of which tell me a little more than the general reader would be able to divine. However, this game is beginning to develop characteristics which merit analysis, if Don might be willing to suggest/recruit some nice person to do the labor.

[Any volunteers to be a game analyst for Rod's game? Also, a note to new readers to C&F: this game is being played under Rod's houserules, not mine.]

THE PRESS GAME

SPRING 1903: SCHLICK ONE FINALLY AT A LOSS FOR WORDS?

AUSTRIA Watson (5): A Tri* S A Vie-Tyo*, A Ser* S F Gre-Bul(sc)*, A Bud* H

ENGLAND Winter COA (2): F Nwg*→Bar, F Skw*→Nwy

FRANCE Schlickbernd (7): NMR F Iri* H, F Spa(sc)* H, F Lon* H, F Bre* H, A Par* H, A Bel* H, A Bur* H

GERMANY Reges (5): F Nth* S RUSSIAN F Nwy-Ska NSO, F Hol* S F Nth, A Mun* S A Ruh, A Ruh* S A Mun, A Kie-Den*

ITALY Reynolds (3): F Tyn→Ion*, F Ion→Adr*, A Ven* H

RUSSIA Fiack (7): F Nwy* S F StP(nc)*→Bar, F Rum* S F Sev→Bla*, A Mos-Sev*, A Swe* S F Nwy, A Gal* S F Rum

TURKEY F Bul(sc)→Con*, F Aeg→Gre*, F Con→Ank*, A Smy→Arm* Baumeister (4)

SACRAMENTO: Fall 1903 orders due December 10. In the unlikely event that Schlickfellow misses again, I am requesting standby orders from Smacko. Change of address: 2Lt Fred C. Winter, 393-54-1972, 18th USAFAD, APO NYC, NY 09693.

HEAVEN: [Heaven?]: Ah, what visions of grandeur are mine! What beauty! What splendor! It would seem as if I never had left my beautiful (but, sadly, completely demolished) court in Constantinople! 'Twas hardly a moment ago when I was installed as Sultan of this glorious nation, and in these last few milliseconds, all Hell has been wreaked down on my not-so-great would-be army. Ooops! I've said the (black) magic word. God just censored my press.....

BERLIN: "Ha ha!" cried the Kaiser. "It works!" Naturally, he was referring to the new German sleep gun, which has shown such dramatic effects, resulting in early fall hibernating of two powers. "Good, good riddance of that miserable army in Bohemia. Things like that make me nervous." Residual effects do apparently occur, however, as it seems to have put ol' Schlickie's writing hand to sleep. The Kaiser's too, for that matter. Sorry about that. How are the English treating you over there? Snicker."

SEVASTOPOL: Reporters at this busy seaport report a full attack of Turkey was underway. Czar James' press minister Tongue Incheck stated that the Czar was interested in meeting with the new religious leader, Konradamid Baumeister but had yet to hear from him.

ROME: Il Duce declares war on England. "I'm sending my fighting planes over Switzerland directly to England. Request Swiss authorities to lower Matterhorn."

THE WINNERS' GAME

GM: David Forte, Apt. 412, 11800 Edgewater Drive, Lakewood, Ohio 44107 (216)226-0456

SPRING 1903: ITALY, GERMANY, TURKEY FADE BEFORE BIG FOUR'S INTERLOCKING ALLIANCES

AUSTRIA Kendter (6): F Aeg* S A Gre-Bul, A Gre-Bul*, A Ser* S A Gre-Bul, A Bud→Rum*, A Vie* H, A Mun* H

ENGLAND Straten (6): F Edi→Nwg*, A Lon-Kic*, F Den* S A Lon-Kie, A Hol* S A Lon-Kie, F Nth* C A Lon-Kic, F Hel* C A Lon-Kie

FRANCE Willemsen (6): A Bur* S GERMAN A Kie-Mun, A Bel→Ruh*, A Gas-Mar*, F Mar-Lyon*, F Lyon-Tyrr*, F Wes* S F Lyon-Tyrr

GERMANY Fiack (2): A Kie-Mun /d/ ret Ber OTB, A Tyr-Ven*

ITALY: Hudec (4): A Tun* H, A Rom H/NSU/, F Tyrr H/d/ ret Egn, Nap, Ion, OTB, F EMed* S AUSTRIAN F Aeg, A Tus* H (unordered)

RUSSIA Bassett (6): F Swe→Bal*, A War-Pru*, A Sil* S AUSTRIAN A Mun, A Rum→Arm*, F Bla* C A Rum→Arm, F Sov* S A Rum→Arm

TURKEY Goldston (4): F Smy→Aeg, F Con*S F Smy→Aeg, A Bul S RUS A Rum annih, A Ank*→Smy

LONDON: It is with extreme reluctance that the English army occupies Kiel, but alas the former German government prevented any reconciliation.

FROM THE SHORES OF LAKE ERIE: From my bird's eye view, the game looks superlative. There are obviously some interesting diplomatic nuances afoot. Adjustments and Fall 1903 moves due my place December 7. Happy Thanksgiving!

SPRING 1907: AUSTRIANS COMPLETE CONQUEST OF RUSSIA. GERMANS COMPLETE EVACUATION OF GERMANY.

AUSTRIA Reges (10): F NAF-MAO*, A Vie-Boh*, A Tyo-Mun*, A War-Sil*, A Ruhr*-S A Mun-Kiel*, A Lva* S A Mos-StP*, A Ukr-War*, A Tri* H

ENGLAND Compton (5): F Eng* S F Iri*-MAO, F Nwy*-Nth, F Swe-Ska*, F StP(nc)-Nwy /d/ R(Fin,Bar,Both,OTB)*

FRANCE Funkenbusch (7): F Lvp*-Iri, F NAO-Cly*, F Bre*-Eng, A Mar*-Bur, A Par*-Bur, A Bel* H, A Spa-Por*

GERMANY Straten (3, 1 short): F Den*-Nth, A Kie-Den /d/ R(Hol,OTB)*

ITALY Bassett (9): F Tun-NAf*, F Aeg-Ion*, F WMed* S AUS F NAF-MAO, F MAO-NAO*, A Pie* S A Ven, A Ber* S A Pru, A Gre* H, A Pru* S A Ber, A Ven* S A Pie

FALL 1907 due December 10. There has been a call for a vote on an Austrian-Italian draw and on a Austrian--Italian--French draw.

KIEL: The Kaiser has converted to the true faith and is rewarding honesty and doing his best to punish those that are not!

LONDON TIMES: Plague of French fungus is upon us while King Paulus (The Looney) tells French public lies and woos the Pope. All hope for France is lost. Austrian-Italian Alliance must fail in central europe.

VIENNA: Why is there resistance? Surely our victory is inevitable. Vote the draw.

1978AZ (MENSA 8)

AUTUMN 1903: Italian F Ion R Tun

FALL 1903: BATTERED SWEDES HANG ON TO FREEDOM FOR ANOTHER YEAR. RUSSIANS MANAGE TO STAY ALIVE. SUNSPOTS (OR SOMETHING) WIPE OUT COMMUNICATIONS IN NORTHERN ITALY

AUSTRIA Funkenbusch (7): F Adr* & A Tri* S A Ven, A Ven* S FRE A Mar-Pie NSO, A Lva-War*, A Ser-Bud*, A Tyo*-Pie, A Gal-Boh* CTRS:home, mos, ven, ser, WAR (7) even ENGLAND Young (4): F Bar* S A StP, F Nth-nwy*, F Eng-MAO*, A StP* S AUS A Lva-Mos NSO CENTERS: home, nwy, stp (5) build 1

FRANCE Bassett (7): F WMed-Tyn*, A Tus* & A Pie* S ITA A Rom-Ven NSO, A Par-Bre*, A Mar* S A Pie, A Bel* H, A Mun*-Tyo CTRS: home, por, bel, mun, spa (7) even

GERMANY Baumeister (4): F Den*-Swe, A Sil-Gal*, A Hol* H, A Kie-Ber* CENTERS: kie, ber, den, hol (4) even

ITALY Greenberg (3): F Tun* S FRE F WMed-Tyn, A Rom* S FRE A Pied-Ven NSO, F Apu-Nap* CENTERS: rom, nap, tun (3) even

RUSSIA Compton (2): A Fin*-Swe, A Ukr-Rum*, ;CENTERS: fin, ukr, rum (1) remove 1

TURKEY Straten (6): F Aeg* S F EMed-Ion*, A Gre* H(unordered), F Ion-Apu*, A Mos-Sev*, F Bul(sc)-Con* CENTERS: home, bul, gre, sev (6) even

WINTER 1903 and SPRING 1904 due December 10.

FROM THE EXILE'S DAILY: English fiends must leave Russia before it is too late. Austrians and Turks have been excommunicated by the patriarch.

TIRANE, ALBANIA: Princess Lyn Chu (Lyn-ch ü), the infamous head of the Austrian Secret Service, has denied rumors of unrest here. Still, other sources report that the peasants are up in arms over the recent hamster food sale to Austria which it is feared will drive up the price of hamsters, a local delicacy. Even puppet ruler, Emperor Braggadocio Toady, may have to curb his appetite which reputedly includes several dozen of the creatures (complete with fur) a day.

MENSA 9

FALL 1901: AUSTRIA COMES UNDER HEAVY ATTACK, BUDAPEST FALLS.

AUSTRIA Compton (3): A Ser* S F Alb*-Gre CTRS:tri, bld, vie, SER (3) even A Vie*-Tri

ENGLAND Johnson (3): F Nth* C A Yor-Bel*, F Nwg-Nwy* CTRS: home, NWY, BEL (5) build 2

FRANCE Bassett (3): F MAO-Por*, A Mar-Spa*, A Bur* S ENG A Yor-Bel

CENTERS: home, POR, SPA (5) build 2

GERMANY Schmidt (3): F Den*-Swe, A Kiel-Hol*, A Ruhr-Mun* CTRS:home, DEN, HOL (5)b.2

ITALY Beaumont (3): A Ven*-Tri, A Rom-Tus*, F Ion*-Gre CTRS: home (3) even

RUSSIA Reynolds (4): F Rum* S TUR A Bul, F Both*-Swe, A StP-Lva*, A Gal-Bud*

CENTERS: home, RUM, BUD (6) build 2

TURKEY Hodgdon (3): A Bul* S ITA F Ion-Gre, A Con-Ank*, F Ank-Bla*

CENTERS: home, BUL (4) build 1

NEUTRALS: Tun, Swe, Gre(3)

(continued overleaf)

(MENSA 9 CONT) Of the three central powers, Italy and Austria have no builds and Germany has two builds for its two open home centers. Therefore, it shouldn't be difficult to combine Winter 1901 and Spring 1902 seasons. Make the Spring moves conditional on the 1901 builds.

VIENNA SITZFLEISCH JOURNAL: Pope's crusade fails while Patriarch's crusade succeeds. Sultan is the loser. Peace in central Europe is the result. Question? If the pope is a heretic, should he be removed?



THE DIPLOMAT'S OTHER TABLE

Got an apple left over from Halloween dunking? Then borrow a few cranberries from Thanksgiving dinner, an orange destined for a Christmas stocking, and some nuts from that New Year's eve cocktail party. Now you are all set for a delicious holiday--or any other time--moist nut bread.

Cran-Apple Nut Bread

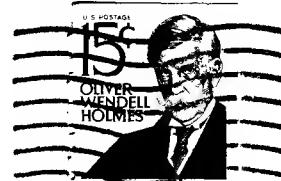
$\frac{1}{2}$ cup butter	1 tsp soda
1 cup sugar	1/3 cup orange juice
2 eggs	1 cup chopped apples (cored but not peeled)
1 tsp vanilla	1/3 cup chopped cranberries.
$\frac{1}{2}$ tsp salt	1/3 cup chopped walnuts or pecans
2 cups flour	

Cream butter and sugar; add eggs and vanilla, beat well. Add dry ingredients alternately with orange juice, 1/3 at a time. Fold in apples, cranberries and walnuts; pour into greased loaf pan. Bake at 350° degrees for 55 minutes. Serve with whipped cream or just butter the slices like any bread.

STOP PRESS!! Just heard from the Schlick one (after the deadline). He has moved. From now on send your hate mail to: Bruce Schlickbernd, 7121 21st St., Apt 13, Westminster, CA 92683. Obscene calls to (714) 892-1934.



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